Subject: Re: Think I could make a computer controled bot?
Posted by Jerad2142 on Wed, 05 Jul 2006 23:29:51 GMT
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Use the JFW_Hunt_Blow_Up script, put in a fake explosion in for the explosion parameter, and that should do the trick, of course if you are against it, it would come after you and if no one was in it you could jump in it and turn it against the other player. If it didn't run you over. It could also work with infantry, but they wouldn't duck, jump, and walk or run. But if you put the UseInnateBehavior on the original spawining charter he will walk around and stuff but you will have absoultly no control over him.